U.S. Marine Raiders

Flectere si nequeo superos,
Acheronta movebo

Mission

- Find, fix, and destroy/neutralize enemy conventional/unconventional forces by employing Joint Fires, seizing key terrain, conducting assaults and raids, enabling or supporting selected joint operations (i.e. amphibious/airborne/ heliborne assaults). This unit may be employed to conduct special, conventional, and separate operations.
- Purpose:
  - Provide the MAGTF, JTF and RCC with the enhanced capability to conduct operations across the spectrum of warfare.

Fill the Capability Gap between Conventional Forces and SOCOM Forces

What is a Raider Unit?

- A unit capable of employment in a conventional area denial environment, or operating within a decentralized unconventional enemy's Area of Operations
- Providing tailored combat power IOT Find, Fix and Neutralize/ Disrupt/ Destroy enemy operations in support of the RCC, the JTF and the MAGTF.

Attributes

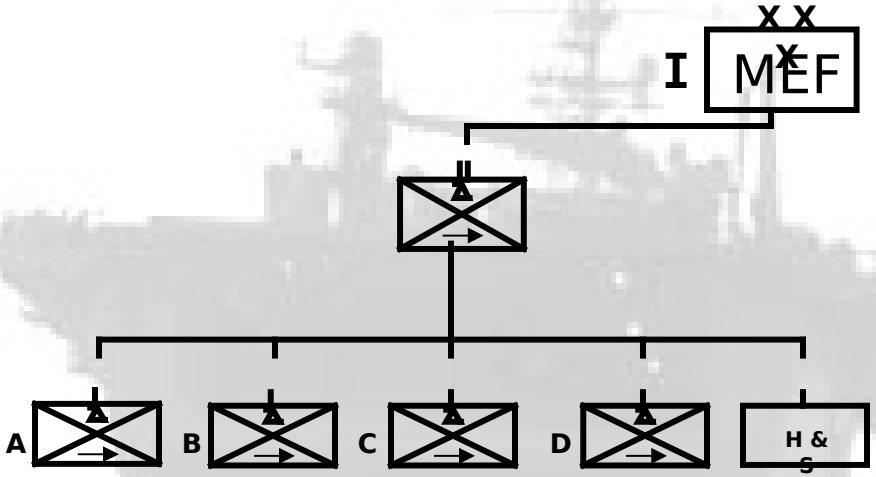
- **Tailorable**
- **Distributed**
  - Capable of employment dispersed across the Battlespace
- **Highly Trained**
- **Agile**
  - Capable of rapidly adapting to changing mission needs
- **Powerful**
  - Capable of aggregating to a larger force, using joint fires or guiding a larger force onto an objective
- **Mature**
- **Independent**
  - capable of working in the absence of orders
- **Multiple insert means**
- **Outstanding Patrol Capabilities**

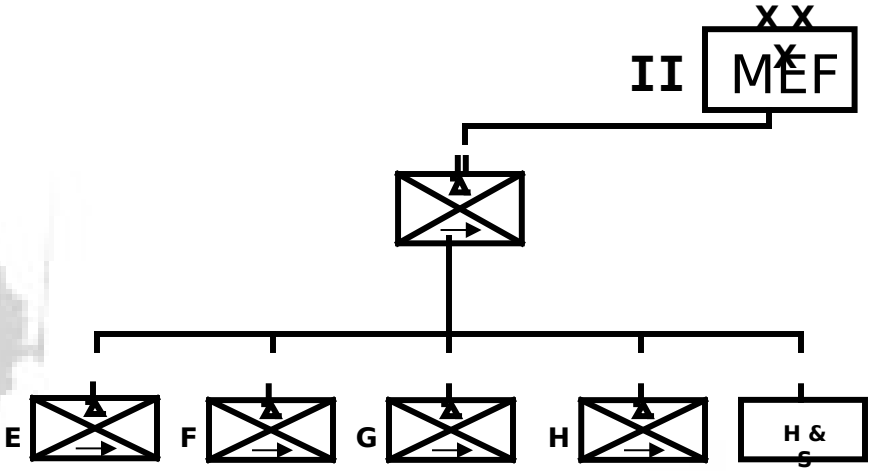
Missions

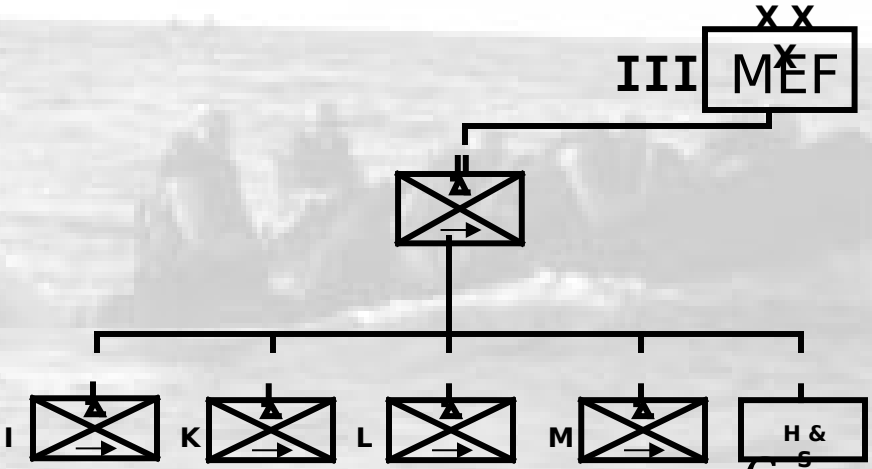
Primary	Secondary	Tertiary
**Find, Fix and Destroy	T.R.A.P	Security Reinforcements
**Raids/ Precision Raids	**Recon in Force	N.E.O. Support
**Advanced Force Ops	**Screening	

**** Can be conducted through Distributed Ops**

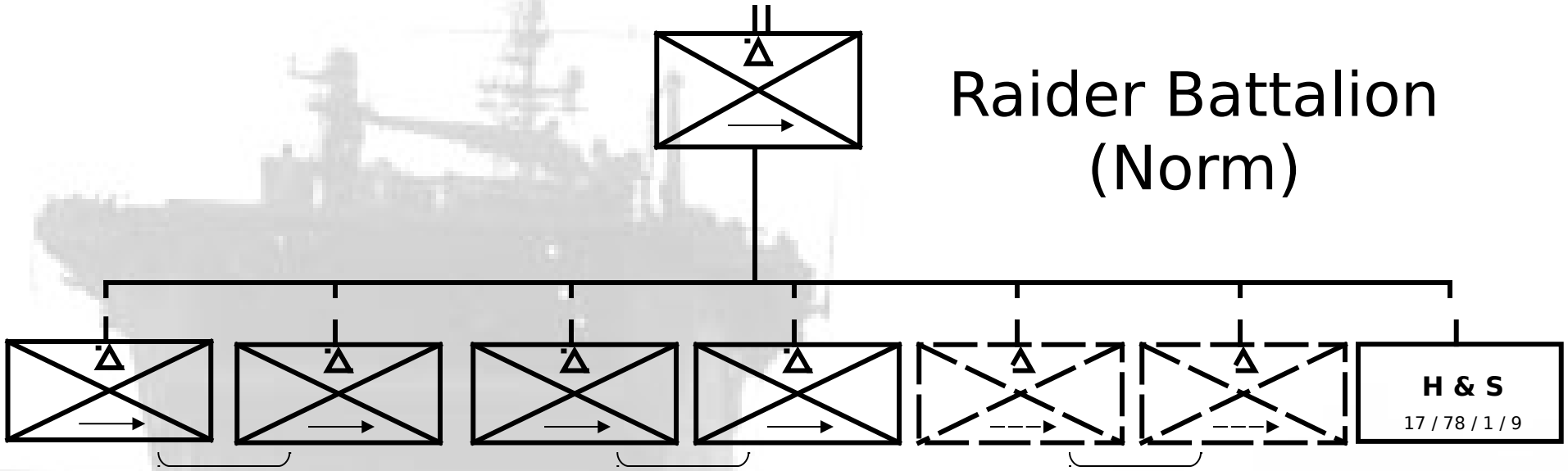
Raider Battalion Distribution





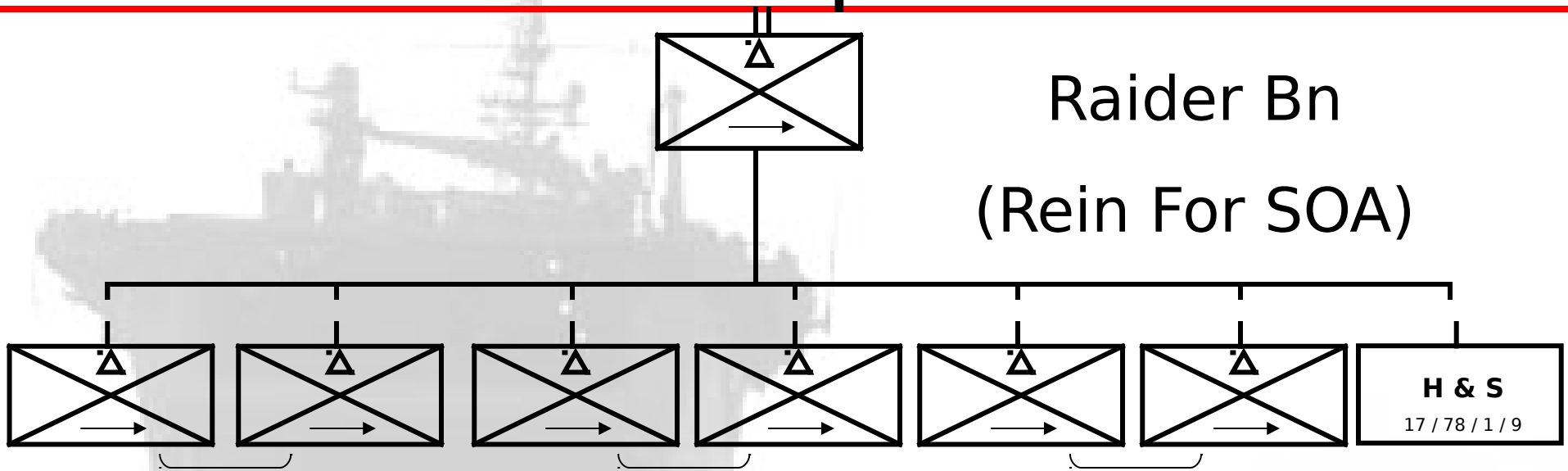


Raider Battalion



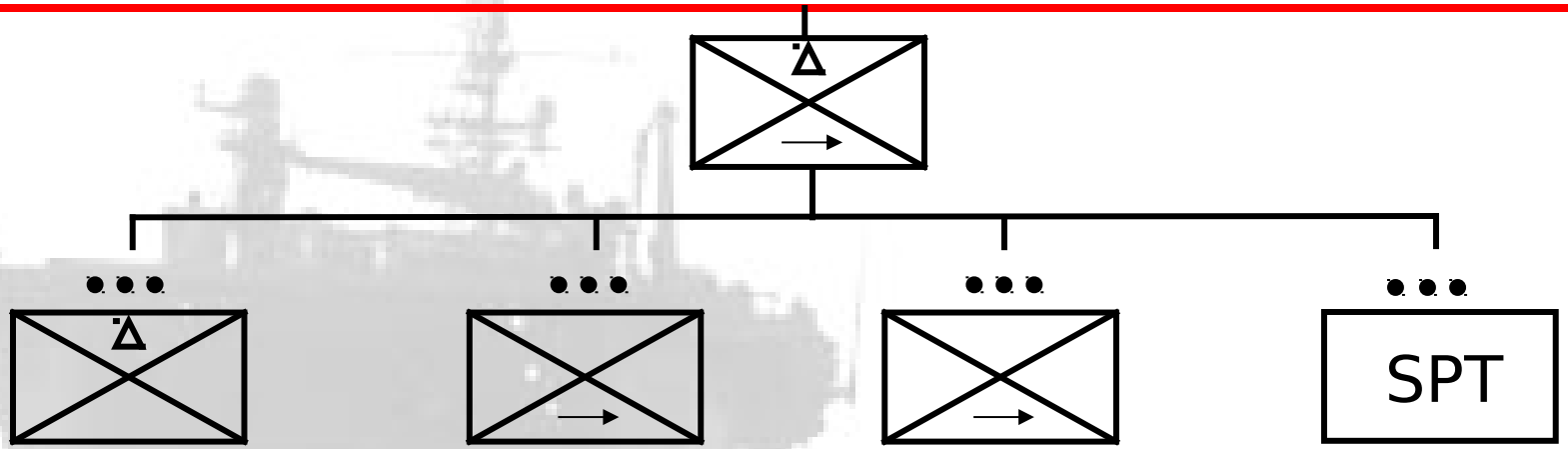
Est. 45 Marine Officer / 576 Marine Enlisted / 1 Navy Officer / 29 Navy Enlisted (651)

Raider Battalion for Sustained Operations



EST. 59 Marine Officer / 744 Marine Enlisted / 1 Navy Officer / 39 Navy Enlisted (843)

Company T/O &T/E (Deployed)



8 Marine Officers / 91 Marine Enlisted / 5 Navy Enlisted (106)

Field Forces : 7 Marine Officers / 65 Marine Enlisted / 4 Navy Enlisted (76)

Support Personnel*: 1 Marine Officer / 23 Marine Enlisted / 1 Navy Enlisted (25)

Staff Personnel: 0 Marine Officer/ 5 Marine Enlisted/ 0 Navy Enlisted (5)

.45 = 51

SR = 41

SR-GL = 10

Barret .50 = 6

M40 = 6

DMR = 9

LMG = 6

MMG = 4

AT-4 = AR

SMAW-D = AR

DEMO = AR

LM = 2 (from SPT Platoon)

IFAV = 12 **CRRC = 10**

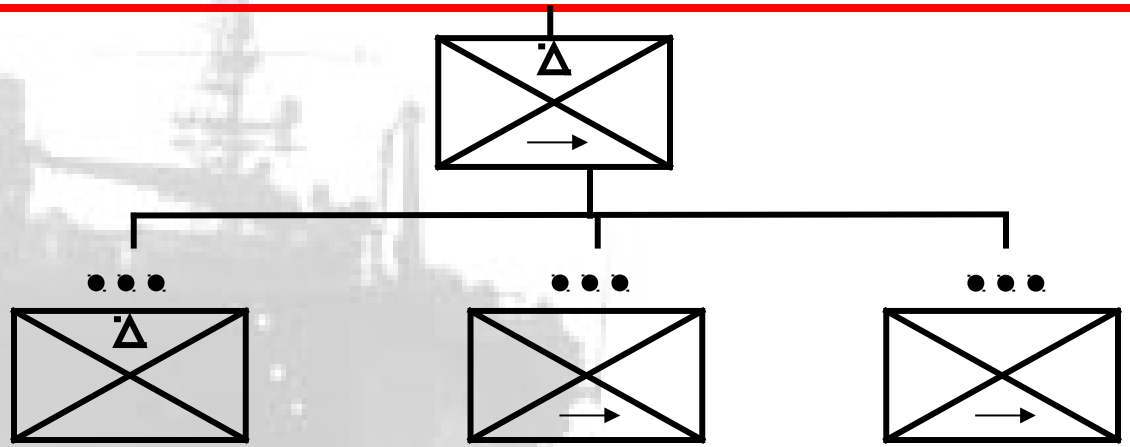
SAT COM = 5 **5M RHIB = 2**

148 = 23

Iridium = 8

119 = 8

Company T/O &T/E (Norm)



7 Marine Officers / 68 Marine Enlisted / 4 Navy Enlisted (81)

Field Forces : 7 Marine Officers / 65 Marine Enlisted / 4 Navy Enlisted (76)

Staff Personnel: 0 Marine Officer/ 5 Marine Enlisted/ 0 Navy Enlisted (5)

.45 = 31

SR = 41

SR-GL = 6

Barret .50 = 6

M40 = 6

DMR = 9

LMG = 6

MMG = 4

AT-4 = AR

SMAW-D = AR

DEMO = AR

LM = 2 (from SPT Platoon)

IFAV = 12

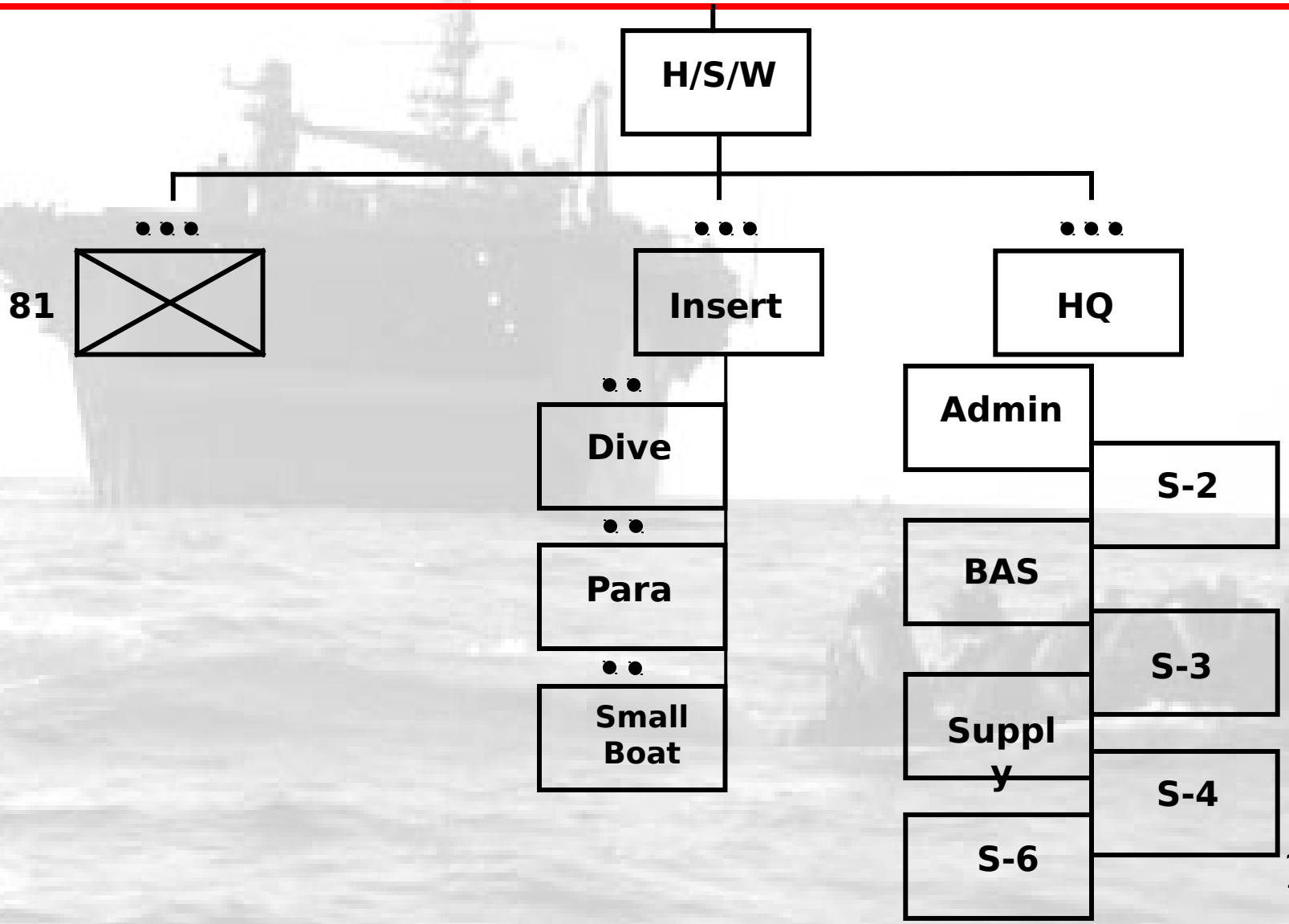
SAT COM = 5

148 = 23

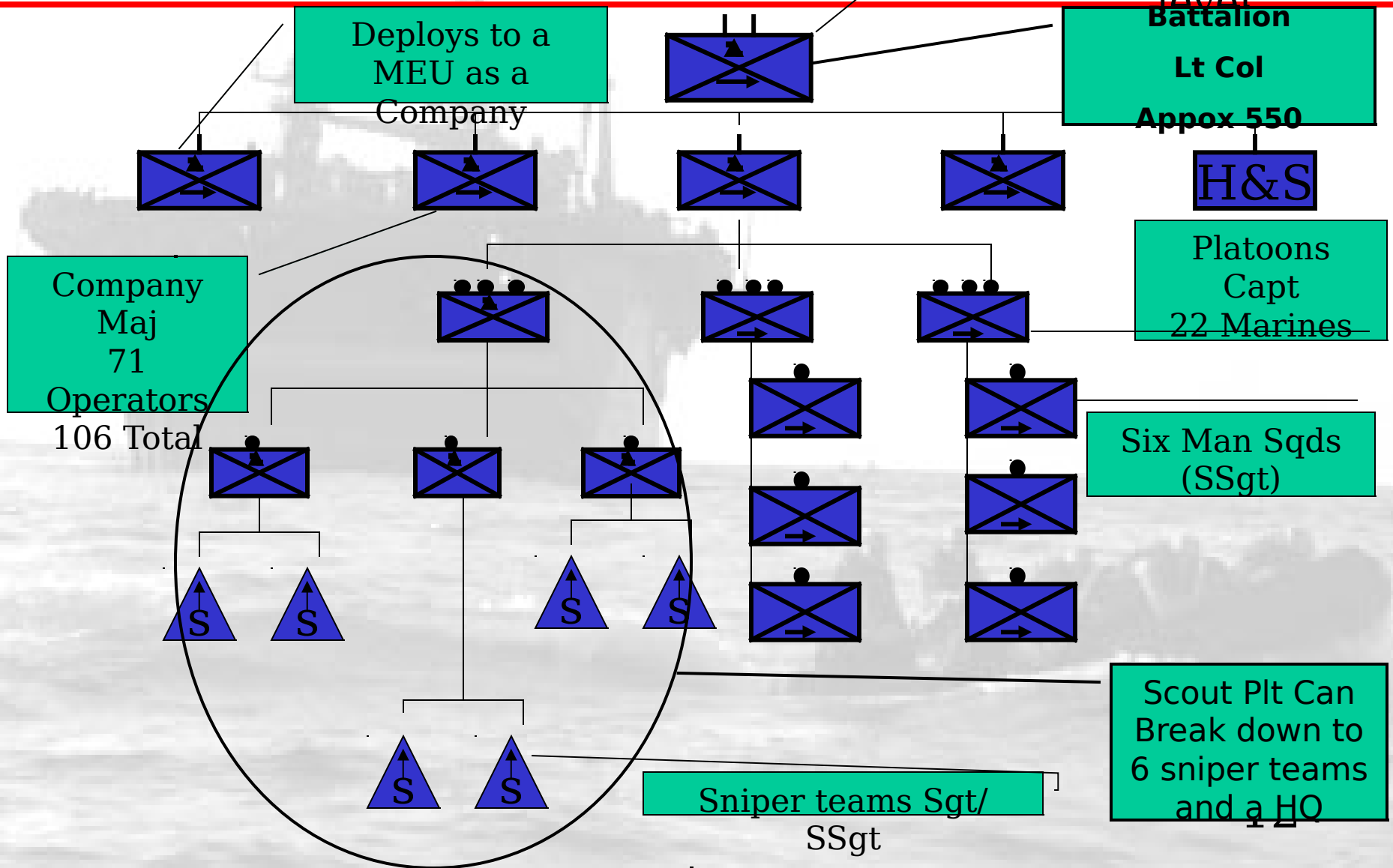
Iridium = 8

119 = 8

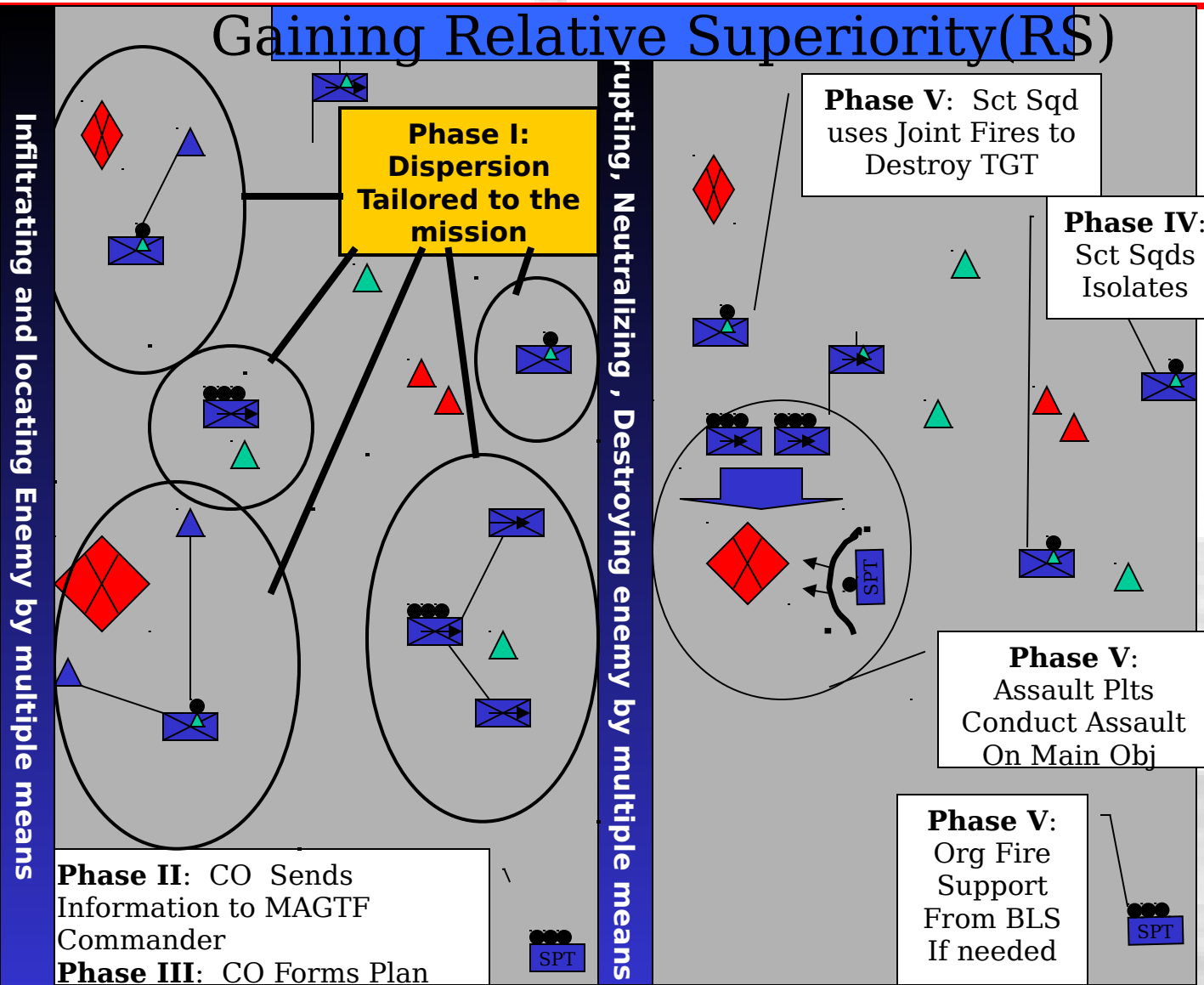
Headquarters & Support



Employment

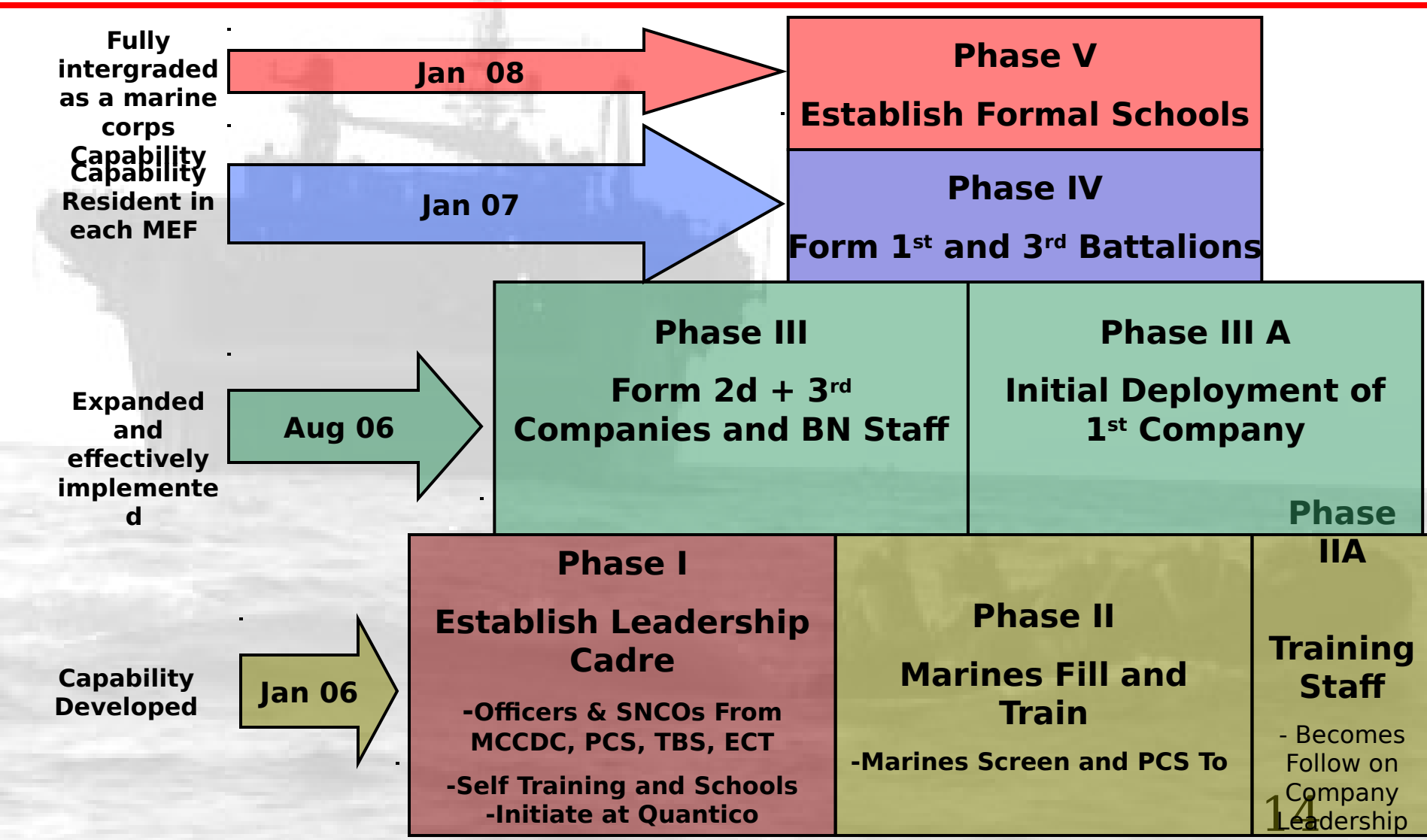

Employable from the BN to the TM level
Deploys to a MEU as a Company
Battalion
Lt Col
Appox 550
H&S
Platoons
Capt
22 Marines
Company
Maj
71
Operators
106 Total
Six Man Sqds
(SSgt)
Scout Plt Can Break down to 6 sniper teams and a HQ
Sniper teams Sgt/
SSgt

Distributed Operations


Gaining Relative Superiority(RS)
Infiltrating and locating Enemy by multiple means
Phase I: Dispersion Tailored to the mission
Phase II: CO Sends Information to MAGTF Commander
Phase III: CO Forms Plan
SPT
rupting, Neutralizing , Destroying enemy by multiple means
Phase V: Sct Sqd uses Joint Fires to Destroy TGT
Phase IV: Sct Sqds Isolates
SPT
Phase V: Assault Plts Conduct Assault On Main Obj
Phase V: Org Fire Support From BLS If needed
SPT

- **RS is gained through:**
  - **Surprise**
    - **clandestine nature**
    - **Combat Power**
    - **Distributed**
  - **Flexibility**
    - **Experience**
    - **Independent**
    - **Highly Trained**
- **RS is maintained through:**
  - **Speed of Action**
  - **Violence of Action**

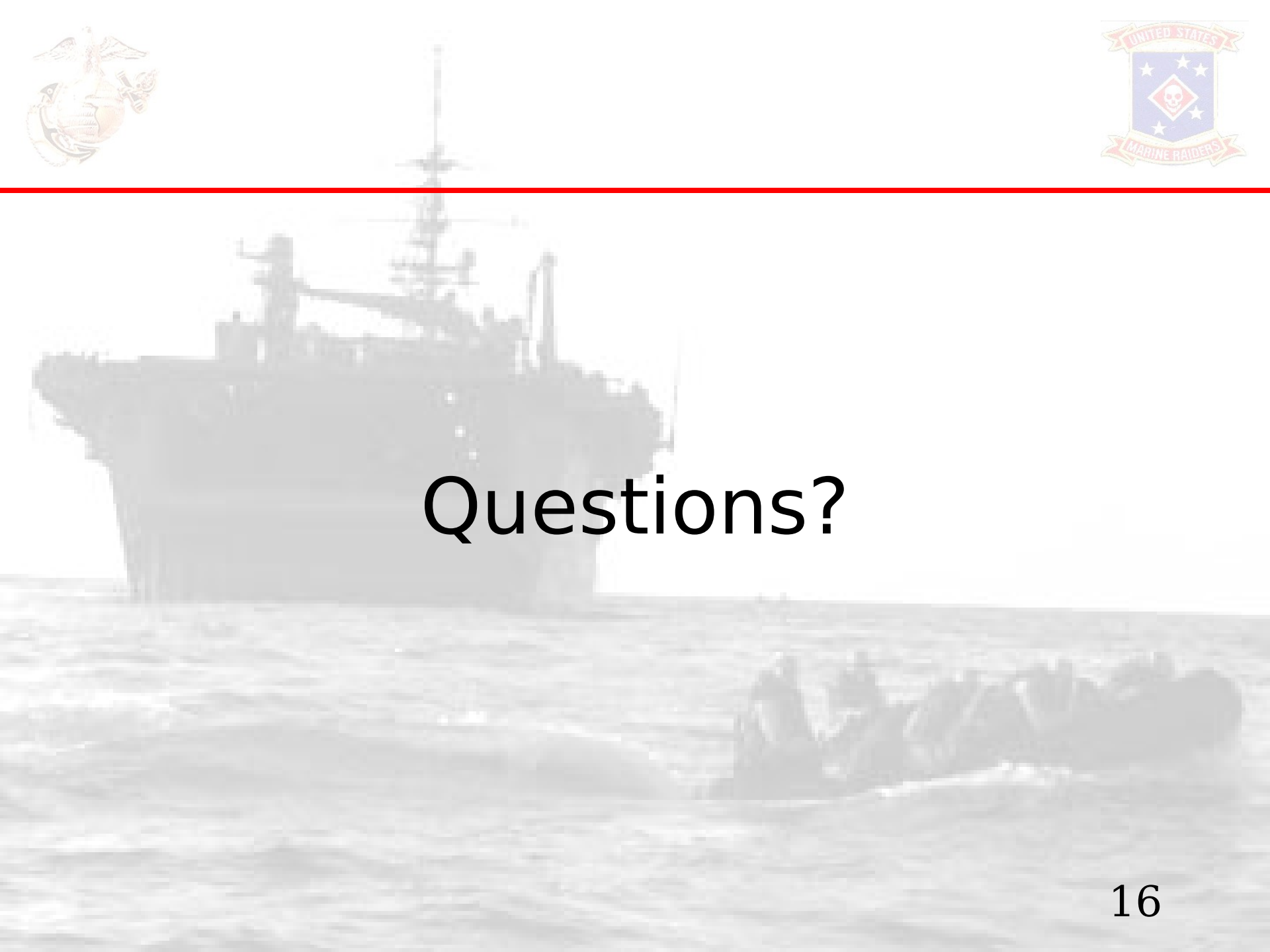
Development Phases



Benefits

Smaller size	Additive	Experiment/ Fielding
•**Better trained** -Excellent Off/SNCO to Marine Ratio -More training time for individual -Higher maturity level •***Easier to control*** •***More mobile*** •***Easier to infiltrate and work in a clandestine environment*** •**Scalable To fit mission** •**Training and Experience provide independence**	•**More Flexibility to MAGTF Commander** -Frees up Force Recon to Conduct Deep Recon -Additional unit for Shaping -Can act as an enabling force •**A relief to already over-tasked infantry Battalions**: -Takes Amphib Raid Mission & Secondary TRAP frees infantry battalions to train -An Additive to the MAGTF rather than just another task	•**Cheaper to field** –e.g. less FAVs need •**Less burden/ more additive to Operating Forces** •**Easier to adapt based off of lessons learned in training and experimentation** •**Better Trained** -Better chance for experiment success (fewer variables) -Better chance for overall survivability and mission success

•**Fills a capability Gap Between USMC & SOCOM**

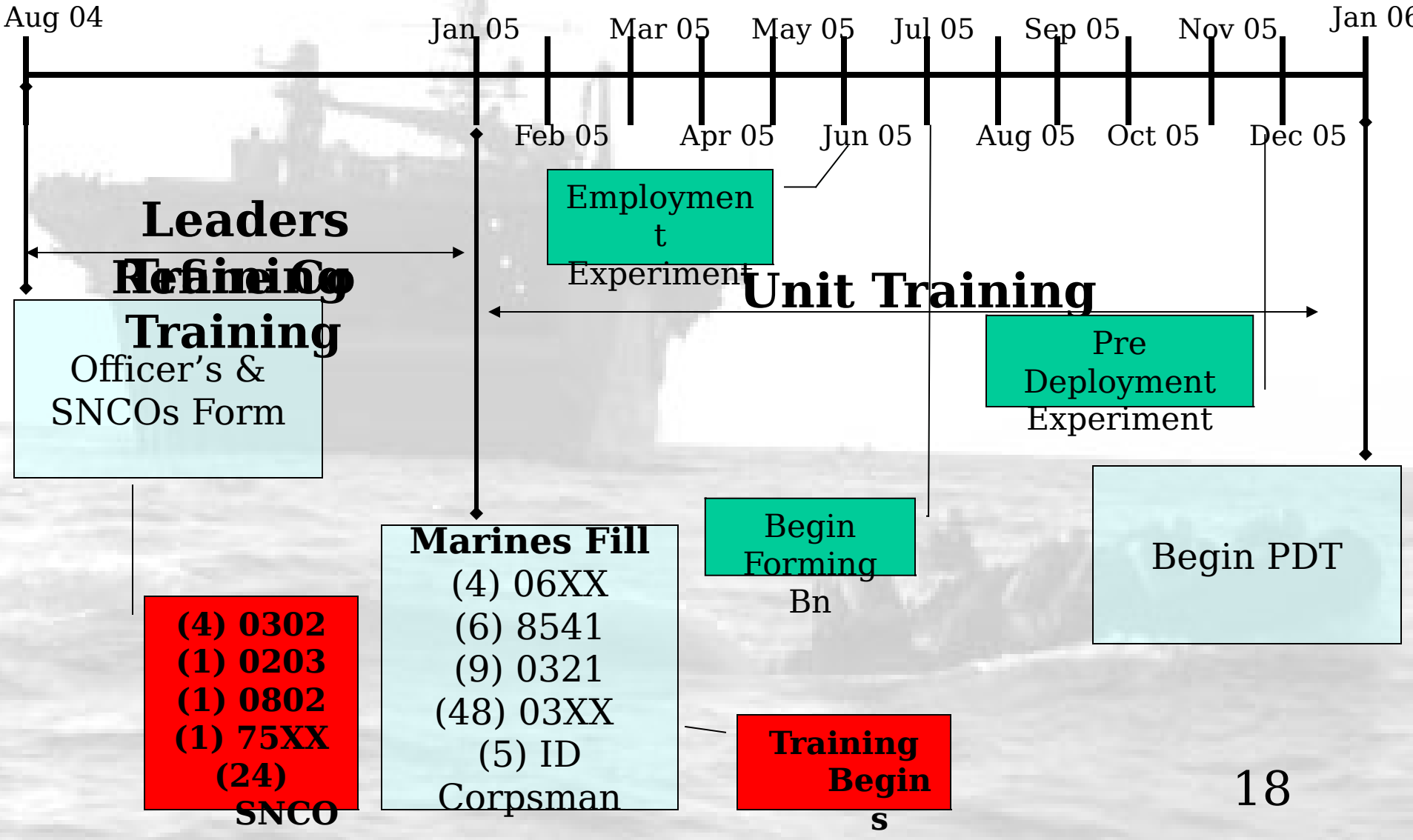


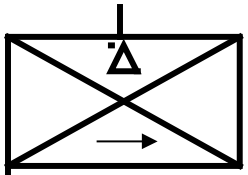
Questions?

Back Up Slides

Development

Core of the Company is sourced from <u>OUTSIDE</u> the operational forces





HQ Section

- Deploys as CO determines
- CO places himself at greatest point of friction
- XO is 2IC and FST
- FO Teams can attach to line platoons

Company Cmdr (0302) / SR, .45

Company XO 2IC & FST Ldr / SR, .45

Logs Chief / SR-GL

Company 1st Sgt (03 by trade) / SR, .45

Fwd Observer 1 / SR, .45 (0802)

Fwd Observer 2 / SR, .45 (75XX)

ID Corpsman / .45

Communicator / SR, .45

Scout Observer 1 / SR, .45

Scout Observer 2 / SR, .45

HQ Support Section

Company Ops Chief

Company Ops NCO (OSS) / SR, .45

Company Clerk (OSS) / SR

Armory Cust (Logs) / .45

Armory Cust (Logs) / .45

1st Platoon (Scout)

- Deploys by Squad
- Each Squad can break into two sniper teams

Communicator / SR,.45

Platoon Cmdr (0203) / SR, .45

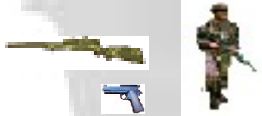
Platoon Sgt / SR, .45

ID Corpsman / .45

Squad Ldr / SR, .45

Squad Ldr / SR, .45

Squad Ldr / SR, .45



Sniper / M40, .45

Sniper / M40, .45

Sniper / M40, .45

Scout RM / SR-GL

Scout RM / SR-GL

Scout RM / SR-GL

Sniper / M40, .45

Sniper / M40, .45

Sniper / M40, .45

DM / DMR, .45

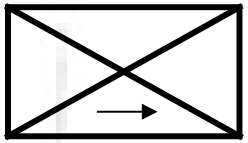
DM / DMR, .45

DM / DMR, .45

Rifleman / SR, .45

Rifleman / SR, .45

Rifleman / SR, .45



2d and 3d Platoon (Assault)

- Deploys by Platoon
- Infiltrates by Squad or Plt
- Can distribute down to the Sqd Level

DM / DMR, .45 SAT COM

Platoon Cmdr (0302) / SR, .45

Platoon Sgt / SR, .45

ID Corpsman / .45

Squad Ldr (03XX) / SR, .45

Squad Ldr (03XX) / SR, .45

Squad Ldr (03XX) / SR, .45

DM / DMR, .45 Demo

DM / DMR, .45 Demo

DM / DMR, .45 Demo

Automatic RM (0331) / LMG, .4

Automatic RM (0331) / LMG, .4

Automatic RM (0331) / LMG, .4

Asst. ARM (0331) / SR

Asst. ARM (0331) / SR

Asst. ARM (0331) / SR

Grenadier RM (0311) / SR/GL

Grenadier RM (0311) / SR/GL

Grenadier RM (0311) / SR/GL

Rifleman (0311) / SR

Rifleman (0311) / SR

Rifleman (0311) / SR

SPT

Support Platoon

- Insert Specialists
- Can provide 60MM Squad
- Can provide 2 M240G Sqds

PLAT CMDR SR/.45

PLAT SGT CHIEF COX SR/.45

COMM SR/.45

OTH NAV SR/.45	JUMPMASTER SR/.45	DIVE CHIEF SR/.45
OTH NAV LM/.45	JUMPMASTERSR-GL	DIVER SR-GL
SB MECH SR/.45	RIGGER LMG/.45	DIVER SR/.45
SB MECH SR/.45	RIGGER LMG/.45	DIVER SR/.45
SB MECH SR/.45	COMM MAINT SR/.45	DIVER SR-GL
MIMS CLK LM/.45	ARMORER SR/.45	DIVER SR/.45
ID CORPSMAN .45	DIVE MAINT SR-GL	DIVER SR/.45

1 Marine Officer / 23 Marine Enlisted / 1 Navy Enlisted

- Logistics Support

- Insertion / Extraction Support

-Small Boat (Coxswains, Nav, Mechs, Divers (Scout-Divers)

-HRST

-Static Line Airborne (personnel and equipment)

SR = 15

.45 = 20

SR-GL = 4

MMG = 4

LM = 2